NEXT MEETING

THURSDAY, OCTOBER 15

Meetings are held at the West Santa Rosa Baptist Church, 3884 Sebastopol Rd, Santa Rosa. Go west on Highway 12 from Santa Rosa, turn left at the light at Wright Road (Fulton), go one block and turn left on Sebastopol Road. The church is on the right-hand side. We are in the building to the right of the Sanctuary.

MEETINGS ARE GENERALLY HELD ON THE THIRD THURSDAY OF THE MONTH at the same time and place. The meeting starts at 7:30 PM.

MEETING ACTIVITIES

›ftware Demonstrations

* Great Battles
* Pinball Wizard
* New Club Disks
* MIDI MAZE!

MIDI MAZE IS HERE, AND IT'S FANTASTIC!

We need a whole bunch of computers (mono or color) at the club meeting - here's why. MIDI MAZE is a game that allows you to connect up to 16 ST's together via the midi ports. Each player sits in front of their own ST with a joystick (please bring a joystick with your computer). Then the fun begins! Each person is one of those flea bitten "Have a Nice Day" faces (a sphere, actually). Each of you are a different color (or shade with mono). You float though a maze looking for your opponents' happy faces, and you blast them to smitherines.

If it sounds fun, IT IS! If it doesn't sound fun - IT'S STILL FUN!

Your beloved editor played it at software 1st against Mark Taylor (I beat the stuffing out of him). And it's a gas. This meeting we will play Midi Maze right in the

main room. In future meetings Midi Maze will always be set up in one of the side rooms (computer volunteers permitting).

In Addition to your computer, please bring:

* An extension cord/terminal strip
* A three-prong to two-prong adapter
* Joystick
* Midi cables if you have any - there will be extras if you don't have any.

PROGRAMMERS' S.I.G.

The illustrious Programmers S.I.G. will again meet at the upcoming meeting. Bring your thinking cap and be there!

IF YOU BRING YOUR COMPUTER

Remember, if you bring your computer, you get five free blank disks, or two free club disks!

GREG CORRELL IS IN ITALY, SO JUST BRING YOUR COMPUTER!

Please be at the church no later that 7:00 PM. Systems brought late can not be set up in time. (Hint, bring one of those two-to-three prong adapters if you can. Many of the outlets at the church are only two-prong. There will be a few extra's at the meeting if you don't have one.)

BOARD OF DIRECTORS

JimOglesby:	President
Greg Corell:	Vice President
Tom Harpham:	Treasurer
Cathleen Lefevre:	Membership
Wes Malespino:	Secretary
Stewart Warner:	Disk Librarian
Andy LeFevre:	Asst. Librarian
Jerry Mc Bride:	Newsletter Editor
Dave Filipello:	Co-Editor

NOTICE
EXPIRING MEMBERSHIPS

If your membership expired in September, this will be the last newsletter you will receive!

To Maintain your membership, mail $15 to the club or bring it to the October meeting. THANKS!

ST ACE FINANCIAL REPORT

April 1 to September 30, 1987
Prepared by Tom Harpham
Edited by Jerry Mc Bride

Summary of Deposits

Balance brought forward:	$1609.84
Total Deposits:	$2910.03
Total Deposits:	**$4519.87**

Summary of Expenditures:

Printing/Postage:	$ 846.62
Disk Purchases:	$1486.48
Asset Purchases:	$1329.40
*Club Television	
*RAM Upgrade	
*Misc. Cables	
Modem/Online Services:	$386.97
Misc. (Park Fee):	$ 5.00
Petty Cash:	$107.02
*Refreshments	
*Door prizes	
Total Expenditures:	**$4215.49**
Balance as of September 30:	**$304.38**

SOFTWARE REVIEWS

PINBALL WIZARD
by Jerry Mc Bride

Well, it isn't often I find a game that an adult can enjoy, but is still really easy for even a young child to play. Such a game is PINBALL WIZARD, by Accolade.

Pinball Wizard is a classic pinball game, similar to the old favorite done on the Apple II computer. You start with a pinball machine all set up and ready to go. Just pop in your quarter (by pressing the "quarter going into the slot" icon) - the machine emits a whirling, cheezy, oh-so-PINBALL MACHINE sound - and you know you are in for realistic pinball action.

That's only the beginning, because you can add bumpers, flippers, special points, spinners - move things around - it's all up to you! Small changes in the configuration can make a big difference in how fast the action goes. For kids you can put the flippers close together, add a lot of bumpers. Even small children can play Pinball Wizard with ease.

You can also change the points allocations for various bumpers, set up special extra points for two or more bumpers hit in sequence. You can change slope, tilt sensitivity (more on this in a moment), ball speed, bumper elasticity, and # of balls per game (1 to 5). All your customizing can be saved to disk and loaded in any time.

The paint feature allows you to change the decorations on the perimeter of the machine.

Flippers and Tilting:

You can use either the mouse or keyboard for flipper and tilting. With the mouse, the left button is the left flipper, and right button is right flipper. If you move the mouse it "hits" the machine - don't tilt! For those of you who prefer that "hands on the machine" feel - set the game for keyboard use. The Alternate key is the left flipper, and the caps lock key is the right flipper. The two shift keys jostle the pinball machine.

Parting Shots

Pinball Wizard is one of the most versatile games to come down the pipe. It offers a load of fun to young and old alike - I recommend it. Pinball Wizard retails for $28.
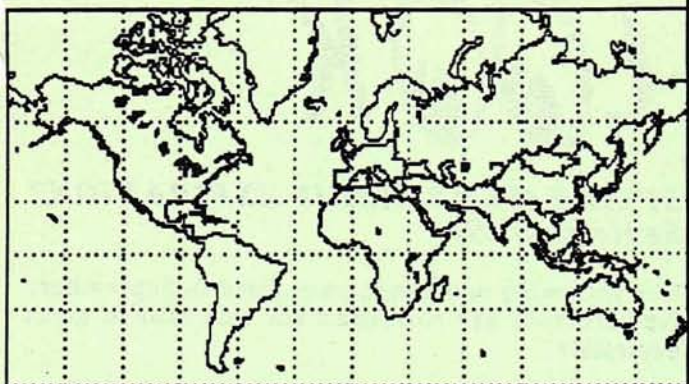
GREAT BATTLES
By: Wesley Malespino

"Great Battles" is distributed by Royal Software (710 Mckinley Eugene, Oregon 97407) and simulates four 19th century battles; Waterloo, Austerlitz, Shiloh, and Gettysburg.

As A long time player of military simulation games, often called war games, I have found this Great Battles set of four games to be interesting, playable, and well programed. For those of you not aquainted with war games, they were traditionally played (before computers) on fold out paper maps marked off in hexigons, with small cardboard pieces for units. Setting up these games often seemed to take forever, as all the little pieces had to be arranged precisely on the map. With Great Battles, as with all computer simulations, set up is just a matter of loading the program. After loading whichever game you chose, you are presented with a detailed map of the historical terrain upon which the actual battle took place. The playing pieces are arrayed on the map as per their historical locations at the time of the start of the game. The games are played in turns of one hour for daytime and four hours for night. New units appear as reinforcements along the edges of the map at their historical times of arrival.

The mechanics of these games are well thought out, and fully GEM implemented, with the mouse used for all movement of units and access of menu options. As an added feature both mouse buttons are used! in controlling the pieces. Putting the arrow on a hex and clicking the left button moves the cursor towards that hex one hex at a time, pressing the right button moves it there immediatly. Once you have the cursor over a unit a left click selects the unit to move, a second click selects the unit to fire, if there is a target in range or it will be deselected. Movement is accomplished after selecting a unit by moving the arrow to the hex desired, then holding the left button until the unit arrives at its destination, within the limits of its movement allowance. The keyboard can also be used to accomplish these actions, but it would seem to be slow and ponderous to me.

A full compliment of menu options are available at all times to tailor the games as you might like. You can play against the computer at different skill levels, or against a human player, or back and forth playing both sides in a solitaire version. The computer plays at what I would call a moderate level. At the higher skill settings it can be quite challanging, although after some practice I was usually able to beat it. The game can be saved at any time by selecting the save game option, however another disc must be used, as it takes 120kto save, and only one game can be saved per disc. This is because the new game writes over the old one! Also I have noticed with this game as with Colonial Conquest, when you quit a game and load another without resetting, the mouse clicks seem slower and less responsive.

These games are easy to learn and play, but the subtilties of 19th century tactics, and the many options make them truly absorbing. The Waterloo scenario is the best one to start with, as it is the shortist game. I recommend skimming the manual and going right to the game, as the manual is a bit confusing and seems best used for referance. Once you have the map in front of you look it over, and choose your objectives, try to keep them in mind during the game so you don't become absorbed in the details while ignoring the big picture. Firepower is lethal! especially in the civil war scenarios, don't charge enemy units without softening them up with your artillery first. Although quick cavalry charges can be effective against units with low morale, they are always a risky business. Units loose their morale through movement (fatigue), combat (casualties), and through having frightened units retreat through or next to them (panic). Morale is all important as it is used as a multiple of fire and combat strength, units recover their morale by staying out of combat, and being with leader units. Leaders are important to rally units with low morale and for the boost they can give units in combat, but they must be used carefully! if Napoleon is killed chances of winning are slim! Don't commit all of your forces every turn, reserves are necessary to plug holes, and to exploit successes. Napoleon won many battles by saving his cavalry to use as "a mass of decision" in the final minutes, and lost Waterloo because of not doing it!

Sound and visual effects are good, with realistic looking terrain, and the different sounds of muskets and cannon during combat, no sound during movement. Over all the quality and research contained in these games is excellent. With the computer handling all the details and bookeeping

you are free to become Napoleon, Wellington, Lee, or Grant. A good game can be played in as little as one hour, but two or three for two players might be more normal. Anyone over the age of 10 or 12 should have no trouble learning to play them, and for those of us already addicted the only real question is when are the next releases due!

I highly recommend this "quadra game" both as a game and as an historical learning tool.

A Greeting From Our New Membership Chairperson, Cathleen Lefevre:

For those persons not in attendance at the September meeting,elections were held. I was fortunate enough to receive the position of Membership Chairperson, although this was not too difficult, as I was the only one competing for it. Be that as it may,I am writing this article to introduce myself to our many members.   Some of my interests include,music,dance and writing. Eventually I hope to own a midi-keyboard. I also enjoy helping with the club work. I purchased my Atari ST in March of this year,joined the club and have been at almost every meeting. Being a novice computer user,I was pleased to find so many people willing to answer questions. I have progressed from "How do I bring up a program?",to writing a piece for the newsletter. I would encourage anyone who has not been to a meeting to come. The support is terrific,no matter what level you are at.
    Cathleen Lefevre

LOOK

ST ACE MEMBERSHIP EXPIRATIONS
September 1987

The following memberships expired in September. Newsletters are provided for one month after expiration.

Paul Christensen, David Coleman, Donna Copenhaven, Leona Doane, Robert Dunn, David Filipello, Dan Fruchey, Wayne Giles, Carlene Goolis, John Haseltine, Paul Hernday, Darrell Jessen, Scott Jones, Greg Lewis, Robert Lotspeich, Robert MacGregor, Gary Maes, Scott Mahnke, Jerry & Susan McBride, Harlan Nystrom, John Orcutt, John Parker, Paul Powell, Mike Roche, Gerald Sanders, Allen Sauder, Ed Schmidt, Software 1st, Wade Spital, Ed Spring, Ellen Standish, Greg & Mary Varley, Joseph Whalen, Ken Williamson.

October 1987

A little advanced notice for October expirations:

Jim Smith, Tim Bynon, Randy Pickinpaugh, Randy Hosler, Tom & Winnie Parramore, Bruce Botai, Maria Evatt, Tamara Nutting, Ed Lockwood, Tom Harpham, Paul Landman, Dean Molsberry, John Nestor, Jean Doran, John Cookus, Chris D'Orazi, Erik Darling, Bob Akers, Bob Lee, Mike & Chris Mugridge, Dave & Marian Gibbons, Michael Libby, David Nommay.

November 1987

Would you believe a lot of advanced notice for November folks...

Eric Anderson, Randall Bancroft, Paul Chinn, Mark Coomes, Nick DeKiss, David Durfee, Ching Li, Frank & Margaret Linnell, Benoit Menendez, Tim Moore, Michael Moreland, Marshall Palmer, Chris Robertson, Rusty Sims, Dan Smith, Gary Souza, Warren Unck, Patrick Winegar.

You can renew your membership by paying $15 at the meeting, or in Software 1st or by mailing it to the P.O. Box, Attn. Membership. One additional newsletter will be sent after expiration before dropping you. Each month we will print a list of expiring memberships. The date is printed on your label if you want to renew in advance.
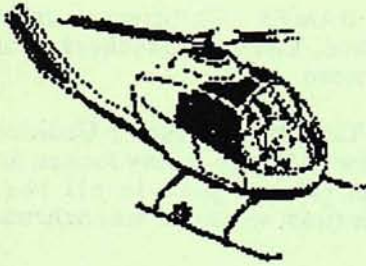
ST ACE Public Domain

Each month this section will list the disks which are currently available, notices regarding errors on previous disks, and previews of new disks. Remember, buy four disks and get the fifth one free.

LOOK WHAT'S COMING!

ST ACE Disk #37 MONO GAMES. This disk contains three popular games.
+**JEOPARDY.PRG** is the popular TV Quiz Game (This version requires a participating moderator so should be popular for parties.)
+**KRABAT2.PRG** is a full, working chess game.
+**RUNNER.PRG** is the ST version of the hit arcade game LODERUNNER. (no docs on this one but you'll figure it out.)

ST ACE Disk #38 Education and Games. This disk contains the following files.
+**ASTRONOMY.PRG** - Calculates positions of the Planets for any date and location. (med)
+**QUIZZ.PRG** - Write your own tests. Sample included.
+**CHIPGAME.PRG** - Adventure game to increase Computer Literacy (med)
+**WORDPIC.PRG** - Good for young kids. Identify common items. (l/m-best on low)
+**SPELLPIC.PRG** - Same as above but also must spell them.
+**STATES.PRG** - Name the States and Capitals, Receive more info and keep score. Very nice graphic. (low)
+**PUZZLE.ACC** - Like the old plastic slider game. Rearrange the letters to form the Alphabet. (l/m)
+**KIDS_ABC.PRG** - Same as the one on Disk #29 (low) All appropriate docs are here.

DISKS AVAILABLE BY MAIL ORDER:

* ST WRITER - Version 1.70. This is a brand new, greatly enhanced version of the original ST Wordprocessor including new documentation and references that will aid you in using this program.

* ST ACE Disk #1 - D.E.G.A.S. A collection new pictures and fonts for this excellent program by Tom Hudson. You don't have D.E.G.A.S.? Also included is a program which will transfer these files to NEOCHROME format for viewing.

* ST ACE Disk #3 - Utilities, A Collection of 15 useful programs plus additional computer documentations including RAMDISKS, sound demos, calculator accessory, a copy program for some protected disks, a disk library program, BREAKOUT, ELIZA, and more.
* ST ACE Disk #4 - Monochrome Games & Graphics, A disk provided exclusively for the monochrome computer owner. Includes digitized photos, Megaroids computer game, desk accessories, etc.

* ST ACE Disk #5 - Games & Demos, Some of the best demos out on the market plus Checkers, a maze accessory, parachute game, blackjack, and more.

* ST ACE Disk #6 - Utilities, Desk accessory calendar, disk directory print accessory, clock, graphics compressor, address book program, and clues and solutions to PAWN and SUNDOG, etc.

* ST ACE Disk #7 - Basic, A collection of basic games, utilities, and graphics including biorhythm, star charts, financial package, adventure games, internal clock program, and more.

* ST ACE Disk #8 - Miscellaneous, Includes fractals, print spooler, graphics demos, maze game, ramdisk for 1040 users, ARC modem program, labelmaker, etc.

* ST ACE Disk #9 - Amusements, Includes adventure game construction set, maze game, quiz game, Christmas pics, an index to all 1986 ST ACE disks, etc.

* ST ACE Disk #10 - Tiny Pics, 21 Pictures compressed into tiny format for viewing. Also includes a program that will uncompress pictures and change them from NEO to DEGAS format.

* ST ACE Disk #11 - Sound & Graphics, Includes picture display program, speech synthesizer, synthesizer programs and sound demos.

* ST ACE Disk #12 - Hack, Fantasy adventure game.

* ST ACE Disk #13 - DEGAS ELITE, GDOS Fonts, Tiny loader accessory, display program and updates to manuals.

* ST ACE Disk #14 - Utilities, desktop accessory wordprocessor, TI-59 calculator, extended formatter, reset-proof ramdisk, disk labeller, spelling checker, and more.

* ST ACE Disk #15 - VIP, 19 templates for use with VIP including, black book, general ledger, stocks, payroll, checkbook balancer, and more.

* ST ACE Disk #16 - Telecommunications, modem software which incorporates ASCII, XMODEM, and KERMIT transfer protocols. Disk also includes decompression utilities to use on programs you download.

* ST ACE Disk #17 - Games, Includes LARN-a text adventure game, missle command, advanced version of breakout, version 2.0 of Celestial Cesaers, etc.

* ST ACE Disk #18 - MONOPOLY, Plays just like the real game. Mouse driven, play up to three computer generated opponents at one time. Commercial quality graphics game. RUNS IN LOW RESOLUTION ONLY!!

* ST ACE Disk #19 - MUSIC STUDIO - 51 songs.

* ST ACE Disk #20 - Tiny Pics - 18 new pics and a new programmablw viewer program that will allow color pics to be shown in high resolution.

* ST ACE Disk #21 - New Users - Includes many simple utilities that are musts for an ST user as well as a disk cataloger, spooler, ram disk, program that teaches users how to access desktop, etc.

* ST ACE Disk #22 - Created by Ken Williamson our Monochrome librarian. Includes Chess and Pool games. Both are extremely large games.

* ST ACE Disk #23 - PRINTMASTER - A large collection of Icons and borders for use with Printmaster.
* ST ACE Disk #24 - Misc. - Includes new printer buffer, Read Only Control panel, P.D. Version of DEGAS, graphics demos, sector editor, auto loading ramdisk utility, etc.

* ST ACE Disk #25 - GFA Basic - A collection of GFA utilities, demos and games to introduce you to this fast new programming language.

* ST ACE Disk #26 - GAMES - Childrens match up game, Wheel of Fortune, Yahtzee, Checkers, Stone Age arcade game, and more.

* ST ACE Disk #27 - Tiny Pics & Graphic Utilities - Auto loading slideshow of 15 pics in tiny format, new slideshow program (show pics in all res.), PICSWITCH upgrade (now works in monochrome too!).

* ST ACE Disk #28 - Utilities - ASCII table accessory, new control panel, typewriter accessory, GDOS font editor, New ARC shell and ARC related utilities, Disk editor, much more.

* ST ACE Disk #29 - GAMES - Oh so popular with club members! OGRE, Kids spelling game, P.D. version of arcade favorite SINISTAR, Time Bandit hints, Time Bandits Invincible player utility, flight simulator airport files, etc.

* ST ACE Disk #30 - CAD-3D Objects/Pics Requires CAD-3D except for two Tiny pics.

*ST ACE Disk #31 - CLIP ART Holiday graphics in Tiny form. Includes TINYSTUF.PRG to convert.

*ST ACE Disk #32 - More Clip Art - Aircraft, Geisha, Mickey & Minnie, Picasso and many more. Includes Tinystuf, Tinyview, and Dslide11 to manipulate and show the pics.

*ST ACE Disk #33 - Publishing Partner Utilities - Printer Drivers and new Fonts.

*ST ACE Disk #34 - More PP Utilities - Color Font editor with Docs, Helvetica Font, Icon converter to use Printmaster and some sample Printmaster Icons.

*ST ACE Disk #35 - Great Games - Best Breakout, DGDB Fantastic color maze and arcade Shoot-em-up, Simple but subtle card game, Sensori color sound game

*ST ACE Disk #36 - Utilities - Melt, Superboot, Bootmakr for GEM Autoboot, Disk mechanics to create and analyze disk formats, hard disk folder limit breaker etc.

That's all for this month! Don't forget all disks are $5.00 each for members and $10.00 for non-members. Please remember to include an additional 75 cents for postage and handling if you purchase disks through the mail. Use the P.O. Box address listed in the front of the newsletter and mark all your requests "ATTN: Disk Librarian". Please allow about two weeks for delivery.

Please use the order form on the back page.

"Y ous Guys'll just love the new club disks."

ATARI RELEASES NEW ADVANCED BASIC

For those of us who can not justify paying heap plenty wampum for GFA BASIC, but have written off ST BASIC as too buggy to use; good news has arrived!

Atari has begun shipping new ADVANCED BASIC with every ST sold. ST ACE is going to have the new debugged BASIC for sale as a club disk at the October meeting.

A BRIEF INTRODUCTION TO SPREADSHEETS

Reprinted from Current Notes, February 1987 Article by Ron Peters, edited by Jerry Mc Bride

Perhaps some of you have seen the traditional, green accounting ledger paper, with several columns across the top and 25-30 lines running orizontally. The "bean counter" types use these ledger sheets for budgeting, inventory, and ledger purposes. A typical budget sheet would have the months of the year across the top, and line items (advertising, telephone, salaries, travel, etc.) running down the left side.

Then someone plugs in the dollar amount for each item under every month, like the following brief example for a company we'll call Sicktemps (they supply sick temporaries to companies with lower than average absenteeism problems):

1987 EXPENSE BUDGET - SICKTEMPS, INC							
Item	Jan	Feb	Mar	Apr	May	Jun	Total
Insurance	50	50	50	50	50	50	300
Salaries	100	100	100	100	100	100	600
Supplies	25	25	25	25	25	25	150
Telephone	10	10	10	10	10	10	60
Totals	185	185	185	185	185	185	1110

The above could easily be a home budget, or a listing of inventory items in different categories, or names and addresses, etc. In other works, the "spreadsheet" does not have to be just numbers, it can contain names, lists, text-anything.

OK, back to the task at hand. Looking at the above spreadsheet, it is obvious that the columns (down) and the rows (across) are cross-totaled. Thus, you can easily see the total expense for each line item (e.g. insurance) and for each month, with a grand total at the lower-right.

If you are doing this budget on paper, and decide that supplies are going to cost $35 a month, instead of the original $25, you will have to erase all the numbers in that row, as well as all the totals, and do a lot of addition to get a corrected budget sheet.

Here comes the electronic spreadsheet. Instead of putting these numbers on a sheet of paper, you type them onto a worksheet in your computer. And, you set up the worksheet so that it will automatically give you totals for each row and column. Now, change the supplies amount to $35 and the program instantly recalculates all the totals-before you can blink (ed. note; the ST is a bit slower, and also scrolls slower than say, an IBM. This is because the IBM's screen data buffer is small - as are its graphics capabilities. The ST's screen buffer is very large, which is what enables it to do such fantastic graphics. The drawback is that it takes the spreadsheet program longer to update the screen during recalculation or scrolling.)

The automatic recalculation feature also gives you the "what if" option: that is, the ability to see the results on the total instantly for any given number change. For example, if you were doing a

home budget, you could ask "what if" we buy that boat with $250 per month payments? The damage to your monthly spending money would be calculated instantly!

"Big deal" you may say. Well it is a big deal if you have 120 columns and 234 rows, with a lot of changes to make. A 520 ST using VIP (text version) can hold a spreadsheet 45 rows deep by 45 columns wide. A 1040 ST can hold more columns and rows than you could ever hope to use. The 520 could probably hold many more rows and columns when using Swiftcalc. VIP is very powerful but is a real MEMORY HOG. The text version takes up more than 400 kbytes! The GEM version won't even run on a 520.

"How do I look at that big spreadsheet on my computer screen?", you say.- Through a series of "windows" that allow you to look at any portion of the spreadsheet on your screen. You can "lock" title rows or columns into place, allowing you to see the month and category titles no matter where you go in the spreadsheet.

Each little "box" in an electronic spreadsheet (called a cell) can contain numbers, text or a formula. The formulas can range from simple sums (for example) to complicated algebraic expressions. You can grab the contents of any cell and use them in your formula. For example, You want to subtract the total expenses for the month from total income - and both of those numbers are in different parts of the worksheet. No problem!

Any portion (or all) of the spreadsheet can be printed to the printer, "printed to disk" (which means you save an ASCII text file to disk, which you can then import to any word processing program), or the file can be saved to the floppy disk for later use. You can even create a "template" spreadsheet, which is nothing more than a spreadsheet with the labels and formulas, but without any entries. For example, our budget template would have the row and column labels and the total formulas, but no actual monthly dollar amounts. Then we could use the budget template over and over for different yearly budgets.

Some spreadsheet programs, (like LOTUS 1-2-3 or VIP Professional) can produce graphs of the data contained in the spreadsheet, and have search and database features. (i.e. Find all entries to the electric company.)

Perhaps the most practical application I have found for using a spreadsheet at home is for doing my income taxes. Using a tax template, I can plug in all the numbers for each tax schedule and see the

final results (hopefully a refund). Using the "what if" process here can help you optimize business write-offs. (Assuming you do the "what if" test before the end of the year, you can find out if you are near any "tax bracket" boundaries. You may, for example, choose to give a few dollars more to a charitable organization, and go down to a lower tax bracket. There are many other examples in small business or property investment fields.)

Like a word processing program, you don't have to spend a fortune to get a good spreadsheet program that will more than do the job for you. At this time, common spreadsheets in use with the ST are VIP and Swiftcalc.
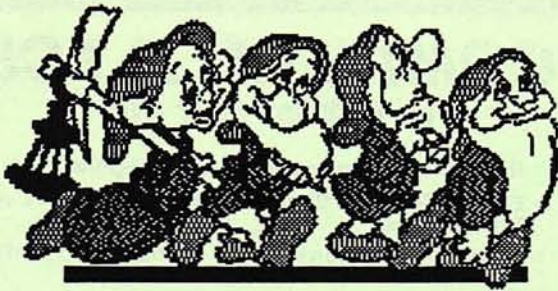
BOMB OF THE MONTH AWARD

By Jerry Mc Bride

This month's bomb of the month award goes to either the ST or to me, I don't know which. I can blame the Atari for not being a "perfect machine", or I can blame myself for taking things for granted. I'm sure that by now you are wondering what I am blabbering about.

It goes like this... I have done the bookkeeping for the church we meet in. I keep track of a monthly general ledger and massive yearly report on VIP. The end of the church's fiscal year ended in September, so I made a backup copy of last year's VIP disk and put it in a nice safe place. I then went and deleted all the stuff off the master, except for an empty version of the huge spreadsheet. Suddenly I realized that to begin this year's spreadsheet, I would need the ending balance from the archive copy. This is where life as I know it began to change.

I popped the backup copy in the drive, and executed the proper commands in VIP to call up the desired files. Unfortunately VIP refused to load any of the backup files. Evidently the ST made an error of some kind in the Disk-to-Disk copy, and none of the files were any good. This made me pretty angry.

Of course, being the "baby hacker" that I am, I quickly whipped out a copy of Doctor Floppy and "resurrected" the files on my master disk. This tied the hangman's knot. None of the "resurrected" files would run either, and in "resurrecting" them, the master copy of my huge spreadsheet was wiped out.

I suppose two lessons are to be learned from this experience:
1. Never assume a backup copy is good unless you test it.
2. Never use Dr. Floppy on a disk that has your only copy of something on it.

That's all for now. B'dee B'dee B'dee That's All Folks!

CLUB MEMBERSHIP

Annual dues for membership in the club ar $15.00 per family. You may join by paying you dues to Cathleen Lefavre (pronounced "Lefave") at the club meeting or give it Mark Taylor at Software 1st. You may mail checks to ST ACE - Attn. Membership ChairPERSON, P.O. Box 3742, Santa Rosa, Ca. 95402.

Membership entitles you to:

- The monthly newsletter
- Public domain disks for $5.00
  (non-members must pay $10.00)
- 10% software discount at software 1st

P.D. DISKS BY MAIL

Dear ST ACE, Please send me the following disks;

Disk #   Disk Name

_____

_____

_____

_____

Total number of disks _____ x $5.00 = _____

Postage and handling fee = .75

TOTAL ENCLOSED = _____

My Name_____

Address_____

City _____ Zip _____

Mail check to: ST ACE - Attn. Disk Librarian
P.O. Box 3742
Santa Rosa, CA 95402

ST ACE
of
Sonoma County
P.O. Box 3742
Santa Rosa, Ca. 95402

ST
ATARI
COMPUTER
ENTHUSIASTS

NORTH BAY, CA 949
PM
7 OCT
1987

USA 22

Jim Moran, Sec.
SLCC Newsletter Exchange
P.O. Box 1506
San Leandro, Ca. 94577